# inv+

by Erik Mooney and Piero Cavina

game manual

Welcome to INV+! This game recreates on the Atari 2600 many of the play mechanics of the arcade Space Invaders game. This is the first Atari 2600 game that offers a full screen of 55 alien invaders. INV+ is played with Joystick Controllers on your Atari 2600 or 7800 Video Computer System.

PLAYER 1 SCORE

COMMAND SHIP

INVADERS

PLAYER 1

REMAINING LIVES

GAME PLAY

Strange aliens from space are threatening the earth. Attempts to communicate have failed. These bizarre silicon-based lifeforms are oddly square and blocky in appearance, but their goal is clear: to conquer our planet.

Your objective is to destroy these foes by firing your laser cannon. The invaders slowly descend, and you must wipe them out before they land. They also drop bombs in an attempt to destroy your laser cannons. When a bomb hits your laser cannon, the laser cannon is destroyed. If either the invaders reach the Earth, or you run out of laser cannons, the game is over.

If you destroy all 55 invaders before they reach the earth, a new wave of invaders will appear, starting closer to you than the previous wave did.
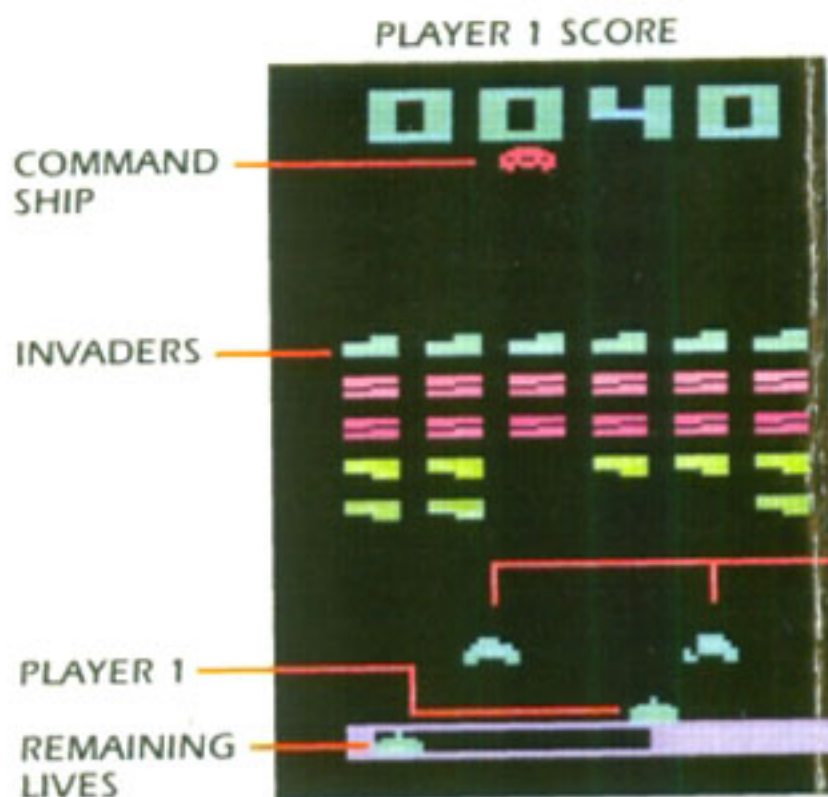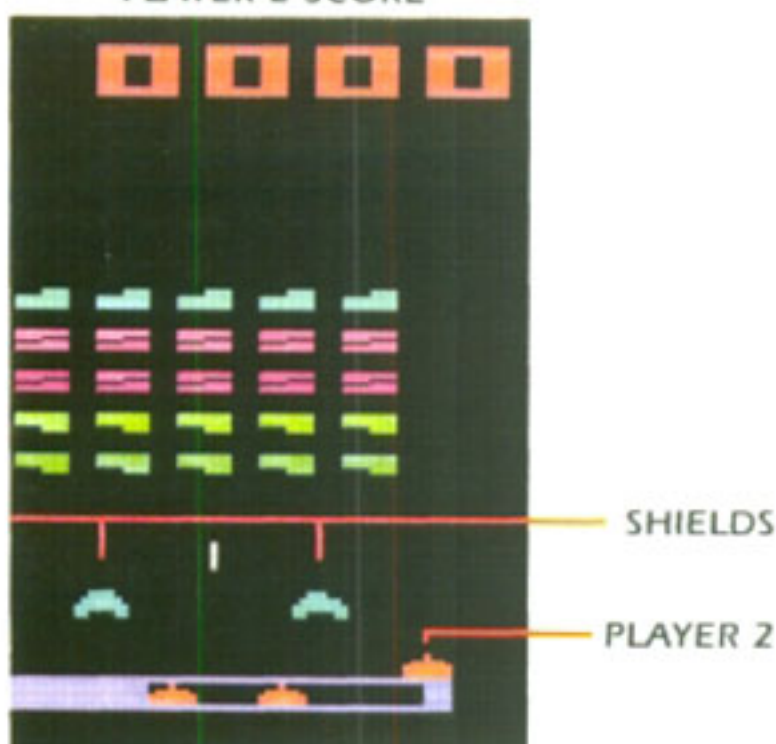
More sets of invaders will continue to appear after each wave is destroyed.

Periodically, the alien command ship will fly across the top of the screen. It does not threaten you, but awards a bonus if you are able to shoot it.

Each wave starts with four shields positioned between you and the invaders. They can be used to hide behind, since they block enemy bombs. But the shields get damaged over time as you and your enemies shoot them, so you can't hide forever. And if the advancing invaders reach the shields, the shields will be destroyed until the next wave.

PLAYER 2 SCORE

SHIELDS

PLAYER 2

GAME CONTROLS

Use your joystick to move your laser cannon left and right, to dodge enemy bombs and aim your own shots. Press the fire button to fire your laser. You must wait for your previous shot to hit something or reach the top of the screen before you can fire again.

Press the Game Reset switch to begin a new game.

Press the Game Select switch to toggle between one-player and two-player simultaneous play. The second player uses his or her own joystick, and has a separate score and reserve of remaining lives. Game Select also switches between normally visible

invaders and a mode where the invaders are invisible and appear only briefly when one is hit. Try this variation for the ultimate challenge.

The difficulty switches control the behavior of each player's shots. If the switch is set to position (b), that player's laser cannon will continue to fire shots as long as the button is held down. If the switch is set to position (a), that player must press the fire button once for each shot. Position (a) matches the behavior of the arcade Space Invaders game.

The Color/B-W switch is used to cycle the game between different video modes. Moving the switch from Color to B-W and back to Color causes the game to cycle to the next video mode. The three video modes are standard NTSC (default upon bootup), PAL at a 50Hz framerate, and PAL at a 60Hz framerate.

North American users do not need to do anything with this switch. Users with a European television standard should toggle the Color/B-W switch until the game enters a PAL video mode that your TV can display properly. The topmost row of invaders should be very light green in color; if it isn't try another video mode

SCORING
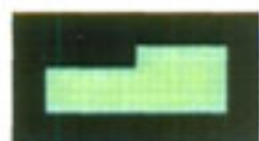
30 POINTS

20 POINTS

10 POINTS

MYSTERY POINTS (UP TO 300)

You begin with three laser cannons (lives), and a bonus life is awarded when you reach 1,000 points. You accumulate points until the game ends.

In a two-player game, you are out of the game when all your lives are lost, but the other player continues on. If the invaders land, the game is over for both players.

HINTS

The invaders are arranged in five rows of 11. They always move sideways until they hit one edge of the screen, when they all drop one level and start to move toward the opposite side.

The more invaders in a screen that are killed, the faster the remaining invaders move. The last few invaders in each wave move very fast, so time your shots well!

No invader can fire bombs when it is in the lowest possible row before landing. This gives you a last-minute chance to wipe out these invaders.

The score awarded for hitting the command ship is determined in the same way as in the arcade Space Invaders.

Good luck! Earth is depending on you! Thanks for purchasing INV+!

AtariAge